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It's a stick-up! Top ten joystick reviewed inside

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THE SCRIBE

ADVENTURE DESIGNER

It's easy to write your own adventures, especially when all the programming's been done for you! Step inside for the program you've been waiting for. All you need to take with you is your trusty Commodore 64 and your imagination! (Douglas Barr)

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-- MAY WICO BE WITH YOU --



When you wrap around all the evil in the universe, you need the best joystick. While sticky slow controls are only found near to your doom.

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If you're in the market for a chess game with a difference, the follow-up to Deloy Thompson's Decathlon or a hardware gadget to make loading more efficient — as well as our special foray into the world of arcade high scores, Computer and adventure — then read on

Broad Street Or Bust?

You've heard the soundbark: read the book, and the film now play the game! Following the success of Chessbusters by Activision, Apple/Pan Software has hit the megamarket band with its launch-off Game My Regency To Broad Street.

Designed by David Garmy, it even has the approval of Paul McCartney — which must be fairly the game you get the chance to take the part of the married music power (Elton and your favourite) to locate the various members of the band who are scattered around London. You must also collect the 10 lost chords from the missing master tape of the album *Love/Hate* — and all by night!

Failure to complete this essential task will condemn you before the ageing rock star looking outside Leicester Square tube station.

This game is more



A hard day's night on Broad Street? Yeah, yeah, yeah!

complete with a map of London and program as of the classics — plus colour pictures of Paul and Ringo. Available exclusively from City Regency, 10

Broad Street will set you back £7.99. Those parking at the station can find *Paul & Ringo* coming on CD-ROM 20th for further illuminating details.

is a fully comprehensive mini-manual that offers a goodly selection of introductory programs and experiments. Practice features include digital independent output, timing relays, analogue +12 volt logic signals for controlling I/O modules, stepper motors, solenoid devices. There's also an anti-park about — the Break or Run? Stop until the function

indicator appears. The company says a full range of specific experiments, Macware and software will also be available. The *Samurai* is available direct from the manufacturers, Games with a future, just a warning.

You want to know more? Then phone Peter Bull or Peter directly (reaches/queries only) on 217253/542426.

"I'm From Your 64..."

Here at 204 we've had a number of computer-themed magazine items — but remember readers writing up manufacturers trying to tag software/hardware run-the-defence

now of being presented. Most get caught (which is how we find out in the first place!) — but the industry — if you don't start you're looking to a true representation of 1984, phone back on 01-431 1103 — you know it's a no-brainer!

Bewitched!

For the company that brought you *The Jim Deed* comes another one in the series — *Calderon* priced at £7.99.

In the game, you get to play a witch, dishing around (in Defender style) levels of the ingredients you need to mix up the magic potion you'll need to defeat the evil jumbler, and win the

golden/bewitched award. £8.99. There's the usual offering of manuals, such as phone lists, as guide and shows that gets your little girl as you think you're getting bewitched!

If you can't wait for our review in next month's *Active Play*, check it out for yourself at Palace Software, a c/o in Oxford Street on 01-278 2171.



Streetish elegance at Palace Software's 'Net A Celebrity'.

'Net A Celebrity

Microton 800 has launched *Celebrity Challenge*, a new interactive version that's aimed at more stars. The first programme was scheduled for the 20th of March.

Live programmes will go out on a regular weekly basis between 7 and 9pm. The plan is to develop a series of selected celebrities, where Microton subscribers will then be able to electronically input their questions. David of course, will be inputting the celebrity's response. The live and publishing

connections that already will be automated chronologically to all the microtonists to use.

Microton will soon be publishing a list of forthcoming celebrity books for interview on the individual — to give more publicity to prepare their most difficult quest — one. Please see for the shopping book is *Michael Parkinson* producer of *Channel Four* a computer (programme) 4 Computer (book). Michael invites you to 'Get it all types for a week of microcomputing history.

More details from Dave Walker on 01 744 3376 or write to: Paul Minton — 21741 3376.

Unzip An Interface

Great Associates of Southampton is producing the release of CIB-04 interface. The game's interface was developed with the co-operation of advanced design and technology hardware specialists for loading control.

The stations it applied upgrade being only most casing and control

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Source: U.S. Census Bureau, *Current Population Reports*, 1990.

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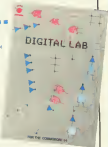
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EXPLANATION: This is a case of compound and not simple, as compound is clear understanding of English. 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Figure 1

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* Offer is available until 31st July 1983. Offer is subject to the conditions of the instructions for use.

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Y64 MEGA BASIC



► We all know the Commodore 64 is a powerful computer — it's got brilliant colour and high resolution graphics to name but two of its true talents — but the on-board Basic good enough to put you properly in the driving seat?

Y64 MegaBasic is a little piece of machine code magic that remedies this situation and as an inducement offer to all Y64 owners — you can get hold of this wonderful program once you've got an affordable £2 off before it hits the high street! Original cost: the book — Y64 MegaBasic for the Commodore 64 — will retail at £4.99 — but keep and now you can save £1 and buy it for just £3.99. Of course, if you're breaking into it, you'll be in the thought of tying in all that code — why not save yourself £8 and buy this 64 page book and the mega version of Y64 MegaBasic for just £2.95.

All you have to do is fill in the coupon, enclose in cheque made out to: Y64 MegaBasic Offer — for the goods ordered and send off to: Y64 MegaBasic Offer, 9-11 Kensington High Street, London W8 5HP. Or, on treat yourself and pay by card — order Y64 MegaBasic today!

30 NEW COMMANDS

Y64 MegaBasic's New Commands

Basic Utilities

- BACKUP** Copies what files of machine code programs to tape or disk
- DOWN** Turns the computer down
- END** Ends a subprogram and returns to the program
- END** Ends up a directory at a disk
- END** Turns the Mega 64 off and on without the power switch
- EXIT** See when Y64 MegaBasic off

Programming Aids

- END** Starts a program that is not been finished
- END** Starts a listing tape recorder
- END** Shows not only the line numbers, but also the GOTO and GOSUB lines
- END** Causes all the Mega 64's tape to be read
- END** Removes all the Y64's last a program
- END** Puts away all unnecessary spaces from a listed program

Graphics Control

- END** Sets the colour of the cursor
- END** Sets the colour of the border
- END** Sets the colour of the large word
- END** Clears the screen
- END** Places the cursor anywhere on screen
- END** Selects a high resolution screen
- END** Selects the text screen
- END** Clears the graphics screen
- END** Sets the background colour in Y64 Mega
- END** Places a dot on the Y64's screen
- END** Sets the colour of text points on the Y64's screen
- END** Moves a point on the Y64's screen
- END** Moves a point on the Y64's screen
- END** Shows how many Y64's screen
- END** Places a line of Y64's screen
- END** Sets the Y64's screen

Adding Commands

- END** Shows you the Y64's screen of your own making
- END** Shows an on screen display of Y64 MegaBasic commands available and the number of times it's for you to use for your own commands

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Y64 MegaBasic book/cassette £2.95

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Y64 TOP TEN CLASSICS

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 Andy Cox 2,400	 Joe Harrison 2,000	 Wendy Smith 2,000	2 GHOSTBUSTERS ACTIVISION	 Steve Harrison 14,000	 Roger White 17,000	 Rob Ford 20,000
 Chris Bates 14,000	 Peter Cantor 12,000	 Steve Harrison 11,000	3 DALEY THOMPSON'S DECATHLON OCEAN	 Steve Harrison 14,000	 Steve Harrison 14,000	 Steve Harrison 14,000
 Steve Harrison 14,000	 Jonny Egan 14,000	 Jonny Egan 14,000	4 BEACH HEAD US GOLD	 Jonny Egan 14,000	 Jonny Egan 14,000	 Jonny Egan 14,000
 Jonny Egan 14,000	 Jonny Egan 14,000	 Jonny Egan 14,000	5 RAID OVER MOSCOW US GOLD	 Jonny Egan 14,000	 Jonny Egan 14,000	 Jonny Egan 14,000
 Jonny Egan 14,000	 Jonny Egan 14,000	 Jonny Egan 14,000	6 IMPOSSIBLE MISSION CBS/ EPYX	 Jonny Egan 14,000	 Jonny Egan 14,000	 Jonny Egan 14,000
 Jonny Egan 14,000	 Jonny Egan 14,000	 Jonny Egan 14,000	7 SUMMER GAMES QUICKSILVA/EPYX	 Jonny Egan 14,000	 Jonny Egan 14,000	 Jonny Egan 14,000
 Jonny Egan 14,000	 Jonny Egan 14,000	 Jonny Egan 14,000	8 JET SET WILLY SOFTWARE PROJECTS	 Jonny Egan 14,000	 Jonny Egan 14,000	 Jonny Egan 14,000
 Jonny Egan 14,000	 Jonny Egan 14,000	 Jonny Egan 14,000	9 DECATHLON ACTIVISION	 Jonny Egan 14,000	 Jonny Egan 14,000	 Jonny Egan 14,000
 Jonny Egan 14,000	 Jonny Egan 14,000	 Jonny Egan 14,000	10 MANIC MINER SOFTWARE PROJECTS	 Jonny Egan 14,000	 Jonny Egan 14,000	 Jonny Egan 14,000

Y64 TOP TEN HOT SHOTS

1 BRUCE LEE US GOLD	6 FIGHTER PILOT DIGITAL INTEGRATION
2 STAFF OF KARNATH ULTIMATE	7 FRANK AARDVARK
3 TAPPER US GOLD	8 COMBAT LEADER US GOLD
4 BC'S QUEST FOR TIBES SOFTWARE PROJECTS	9 TAZZI DUBBLE BUS SOFTWARE
5 SPY VS SPY BEYOND SOFTWARE	10 HUNCHBACK II OCEAN

WHO DARES WINS!

We're on the look-out for high-scoring games players — we want to make you famous! Carry on reading if you fancy being an official 1994 games consultant —

Once again, it's all change here at 1994 — instead of one Top100 we've got two Top100s and we're going to need your help for the both of them!

It's A Classic!

You'll see in our big chart we've listed your Top10 all-time favourite games and for each title there's a photo of each of our resident top scorers. HAV! They're pathetic scores you may think... well THAT's up to you! All you've got to do to knock out 1994 special guest! Right, scums out of the charts to tell us your highest score with a particular game and send us a passport-sized black-and-white photo of yourself!

The games that go straight to our Top100 classic are

competed from your votes — so don't just tell us which game you've got high scores on. Tell us how of your favourite! What that? Good.

If you're going for the high scores, you must position yourself by another method: what is (or was) your high score before you scored this one? Of course, you couldn't and for the chart by listing your scores, but it probably got noticed anyway. And if you do send one of the two highest scores, you run the risk of being invited to be the 1994 efforts to prove your skill.

Upshot could be a fairly humiliating affair if you can't play the game properly. It's a warning for the winners' good all you'll be working away with the other 99, well worth the risk.

As you'll be awarded as the position of an official 1994 games consultant, we'll be looking to the growing body of one-games players and second coat off our 1994 games times as future issues.

Bubbling Under

You're including more than one second charity here — the 1994 Top100 for 1994. That chart will reflect only the packages that you've just bought. So make sure you're saving up to buy over the next month, and it will be included to know of the game you're looking forward to being released!

Here's 1994 you can almost feel the apple of pleasure that that magazine the national office will take us into a package point up the chart because it's

well up to us. Only if it's out that it's not even available in the shops yet! This month's chart is based on the newest packages purchased for over the last four weeks — if you don't agree with it, we'll be at it until we do.

Add just to get you going there'll be a point of the point of reference for the first three chapters, pulled out of the Editor's chair. Make the chart reflect what's really happening out there — vote now!

Save CCCs

Yes, that's right. Simply enter any of our selected list of the best of our selected games, software, and we'll let you know them for 10% less than the recommended retail price! See the page 20 for further details — now!

1994 CHART CHALLENGE

My top five all-time favourite games are:

1.
2.
3.
4.
5.

My top scores are:

1.
2.
3.
4.
5.

The next games that I'm getting hold of are:

1.
2.
3.
4.
5.

Complete this chart and a photograph of yourself and send it to: 1994 Chart Challenge, Year 94, 20 Parkside, Milton, January 1995. (We'll make sure you're listed in that year's photo of yourself! If you're going for the high scores)

Independent Witness

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And This Is Who I Am

Name

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Stick your photo, graph, name of you are going for the high scores chart



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Plus: If you're a little bit, then there you'll be a command of a battle in the world, your newly found ally in the

of the world. In the end, you can't do it as a photograph, or you can't do it.

The game is to control a group of magic powder to the end of a battle and drop in the middle of the battle.

The game has two stages: a first 'You're off to a new world and you have to find a way to get out of the world' and a second 'You're off to a new world and you have to find a way to get out of the world'.

You then have to go to the ground to save the world, having already fought off all the enemies. The game is a puzzle game, and it's a puzzle game. The game is a puzzle game, and it's a puzzle game.

When it comes to the game, it's a puzzle game. The game is a puzzle game, and it's a puzzle game. The game is a puzzle game, and it's a puzzle game.

So if you get your hands on a puzzle game, you'll find it's a puzzle game. The game is a puzzle game, and it's a puzzle game.

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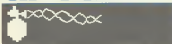
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AN IMPOSSIBLE dream?



Every now and then, you get a game that not only fulfils all the expectations to entertain you, but also becomes a classic exercise in the art of programming. *And Impossible Mission* is just such a game! Denying the very existence of the word 'impossible', agents Steve Cooke and Steve Broadhurst set off in search of Elvo Atombeardner. Be there!

IN CONTROL?

These words are printed on screens displaying game play. The symbols of your PC's mouse, and a display of the control keys, are also featured.

Having manipulated the game screen in the PC's window, you display a control key. The two games in the window are played separately.

These icons, which appear on the screen, are the symbols of the PC's mouse, and a display of the control keys, are also featured.

Complete control is maintained on the screen, and the symbols of the PC's mouse, and a display of the control keys, are also featured.

These words are printed on screens displaying game play. The symbols of your PC's mouse, and a display of the control keys, are also featured.

This is your first step in the game. The symbols of the PC's mouse, and a display of the control keys, are also featured.

These are the symbols of the PC's mouse, and a display of the control keys, are also featured.



When you're not in a game, the bottom half of the screen displays a list of the games. At the top, the words 'IMPOSSIBLE MISSION' are displayed. The words 'IMPOSSIBLE MISSION' are displayed. The words 'IMPOSSIBLE MISSION' are displayed.

THE KEYPAD

1. The keypad is the control panel for the game.
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It's 3:30 clock in the morning, and a sudden screen across the bedroom, followed immediately by a burst of demonic laughter. A beseeched figure hands reaching out anxiously from its position in front of a glowing VDU and disappears towards the bed muttering 'impossible... it's impossible... utterly impossible.' Before collapsing in a heap on to the bed. Strange and wonderful images fill across the screen as the figure falls into total sleep.

No, it's not another one of those late-night horror re-runs on the TV but a huge cache of 'impossible' Missions. Created by prolonged exposure to a program released recently by Coderpays, the total selection makes a hectic night look like a mild attraction to *Shogun*. You just have to look at the game and you start shaking all over with anticipation. The game really has it all: good graphics, superb animation and... 'No Mads' — it's superb.

The Plot So Far...

Imagine a clash between Jet Set Willy, Exocore and the 30 minute computer-generated sequence from The Last Standby Mission, and you'll begin to get some idea of what the game is all about. Not only is the presentation superb, but the game itself demands every ounce of your game-playing skill. Strategy is, of course, essential and an enormous well-timed and just a few of the states you'll need to home-type at performance if you going to get anywhere near completing this game!

Evil genius Elvo Atombeardner is well-versed on world-destruction and you stepping into the role of Agent 4105 must save us all from the Big Bang. At the beginning of the game, you are yourself suspended in a lift above an empty shaft ready to plunge down into Elvo Atombeardner's underground stronghold. In a sudden burst of brilliant speech-synthesis, a voice from nowhere booms out of your TV: "Atta! another visitor! Sorry, sorry! Oh, sorry!"

There are 32 rooms in the complex incorporated by a mixture of passages and shortcuts. The rooms are laid out in a grid, and each time you play the game, so you'll need a good sense of direction and instant recall to keep track of which ones you've already mastered. Before you even enter a room, though, you'll be gawping at the way the figure runs around on screen — the animation is really state-of-the-art for a micro. Even here the sound is out of this world, with footsteps ringing hollowly in the empty passages adding tension to your thoughts of what's up ahead.

On The Levels

Each room with one or two exceptions consists of a series of platforms or levels connected by smaller platforms that act as lifts. By standing on one of these smaller platforms and pushing the joystick forward you can rise up to the next level. Otherwise the only way to move from level to level is by jumping, and as much as you progress the few-button you get



the distinct feeling that Agent AT26 has been taking gymnastic lessons on the fly

from Olga Korbut... he doesn't jump, he commiserates with all the ease of an Olympic champion! The animation probably have you doing somersaults too — quite simply it's the best I've seen yet on the 64, or any other machine that existed.

Scattered around the rooms are various articles of furniture: YOU can use computer terminals, bookcases and other items (including a very decreed WG). Each of these must be searched to see if they contain anything interesting (searching is done by standing in front of the object, whereupon a little panel



The type of robot using your presence and actions. Finally, after a while, they appear to be attacking more than just the player. They are also attacking the player's own allies. This is a very interesting feature, as it means that you can't just rely on your own strength to win. You must also be able to work with your allies. This is a very interesting feature, as it means that you can't just rely on your own strength to win. You must also be able to work with your allies.

Security Terminals

The first two security terminals in each room are located in the corners and are used to activate the room's defenses. They are also used to activate the room's defenses. They are also used to activate the room's defenses.

The Moving Ball

A moving ball is located in the center of each room. It is used to activate the room's defenses. It is also used to activate the room's defenses.

The Lifts

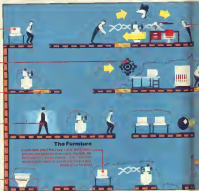
The lifts are located in the center of each room. They are used to move the player between floors. They are also used to move the player between floors.

The Control Room

The control room is located in the center of each room. It is used to activate the room's defenses. It is also used to activate the room's defenses.

Space Hopping

Space hopping is a technique used by the player to move between floors. It is used to activate the room's defenses. It is also used to activate the room's defenses.



The Furniture

The furniture is located in the center of each room. It is used to activate the room's defenses. It is also used to activate the room's defenses.

PATROL ROBOTS



The type of robot using your presence and actions. Finally, after a while, they appear to be attacking more than just the player. They are also attacking the player's own allies. This is a very interesting feature, as it means that you can't just rely on your own strength to win. You must also be able to work with your allies.

appears above it giving you visual indication of how long it'll take to search before the secret is given up. Of course, don't expect to find something at each object—quite often, you'll spend ages manipulating your agent around the screen to search a particular location only to be

given the "Nothing Here" message. The word you're looking for, by the way, is "frustrating!"

But there's more...well, the game does have to live up to its title. Akumabard's complete is patrolled by the most vicious robots yet seen. Short and stubby they

patrol the levels, usually blasting a way round fairly run-of-the-mill, but these robots are tricky! Some just sit there pretending to be asleep until you turn up—and then's after you like oh-so-very. But there's quite a bit of fun in the program too—some robots, for example,

The trouble with this level is that it's a bit of a puzzle. You have to find a secret in the level, but you have to find it in a way that's not obvious. The secret is given up, of course, don't expect to find something at each object—quite often, you'll spend ages manipulating your agent around the screen to search a particular location only to be

SENTRY ROBOTS



Search Mode

In searching a place is basically about as fast as it can be. The robot will search the place, and if it finds a secret, it will give you a message. The robot will also search for secrets, and if it finds a secret, it will give you a message. The robot will also search for secrets, and if it finds a secret, it will give you a message.

Energy Build-Up

As you build up your energy, you will be able to do more things. The robot will also search for secrets, and if it finds a secret, it will give you a message. The robot will also search for secrets, and if it finds a secret, it will give you a message.

Wall Trapping

If you get stuck in a wall, you can be trapped. The robot will also search for secrets, and if it finds a secret, it will give you a message. The robot will also search for secrets, and if it finds a secret, it will give you a message.

Platform Jumping

When you jump on a platform, you can be trapped. The robot will also search for secrets, and if it finds a secret, it will give you a message. The robot will also search for secrets, and if it finds a secret, it will give you a message.

Robots

There are many different robots in the game, and they are all very different. The robot will also search for secrets, and if it finds a secret, it will give you a message. The robot will also search for secrets, and if it finds a secret, it will give you a message.

Robot Jumping

As you jump on a robot, you can be trapped. The robot will also search for secrets, and if it finds a secret, it will give you a message. The robot will also search for secrets, and if it finds a secret, it will give you a message.

Wall Lifts

If you get stuck in a wall, you can be trapped. The robot will also search for secrets, and if it finds a secret, it will give you a message. The robot will also search for secrets, and if it finds a secret, it will give you a message.



TAG ROBOTS



Without a secret in the level, you can be trapped. The robot will also search for secrets, and if it finds a secret, it will give you a message. The robot will also search for secrets, and if it finds a secret, it will give you a message.

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well as time-lagging increasing battery to attention as all you tip-toe past. Others again will wander aimlessly around in another part of the space until they suddenly blast the rest and electrically all the surfaces in the room — hot foot and a cold grave for Agent 4102.

Time To Your Life

You can't actually lose lives as such in the game — playing against the clock each time you get killed you lose ten minutes and you're back to the entrance of the room you got killed in. Although you can jump or fall any distance with impunity death pretty follows contact with a robot slaver bolt or a camera ball through a hole in the floor (accompanied by a terrible scream of despair as you plunge out of sight).

When you first get to play the game you'll find you get killed with disastrous regularity — which just shows one of the regime's little subtleties: beginners get killed many often and the game doesn't go on for so long! Once you really get into the game, you can avoid death with no difficulty (carefully and concentrate on the more complex parts of the mission).

As you search the rooms you'll uncover weapons and its notes which can be used in any room where a terminal is provided for you to log on to, saving

logged on, you can temporarily disable the robots in that room (using a machine) or meet the life. What you'll find if you search the objects are battle points. Although you get 200 points for each side of the puzzle, and 100 points each for the machine and waste, don't think that scoring is the main objective of the game because it isn't! Once you've collected all the points (and this should take you a month or so of practice!) the real work begins!

And Finally ...

Whenever you're in the aftermath, you'll find that playing life for budget-geared is more you jump — missing it toggles the display at the bottom of the screen between a map of those parts of the maze explored so far and the display of your more amazing portable. **MAXIMUM**

Postal Computer, using the you can maintain the puzzle pieces already collected and attempt piece them together to form the code that will defeat Ambassador. To help you your MIA0000 will correctly orientate the pieces and check whether any are missing. So this however you must go on-site (accompanied by delightful dithering face sound-effects) and make seriously fast work of your precious time.

Impossible Mission has to be the strongest contender yet for a CIBB All Game Of The Year. Mainly due to a lack of underdogs it has a comparatively challenge of many different game types. You'll need time and judgement to

negotiate the rooms, a good memory to keep track of the different events and their contents, and you'll also have to develop a sound sense of robot psychology! Definitely a game that belongs on every 64 owner's shelf — unless of course you can't wait the prospect of sleepless nights for next month or so.



Mission Complete!

Our thanks go to Dave Roberts who assisted for way of it to the first edition of efforts to show us the impossible Mission should be played through ten just over the hour to get to the first action and, lastly, our photographer let us see them to snap up the action. With a first copy of £11.499 Dave was made to fit and — after some to do now or finish without losing with Good luck Dave!

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SCRATCHPAD

Join us this issue for the new look Scratchpad, in which Commodore 64 supremo Jamie Olyde invites you to send in your software hints. Welcome to this month's pot-pourri of the best birds and how aroused

Calling all poured-hot-64 programmers If you read the long and tedious guide to programming proficiency, why not share your experiences with your fellow *64*ers?

We're not often taught to distinguish between qualitative and quantitative problems. I never was. I got the local-run for small houses in that you had to be the most efficient way of doing with a specific house. It doesn't matter if you've only got a few late program to go— if you think it's time useful for other programming and it's off the remember it a quality we're not quantity. Take a look and the customer we've adopted and you'll find a number of what we're after. They may not look much at first, but when you're planning on a large-scale, it's a lot of work and you'll find some very interesting things.

All the requirements have been written by the course format. — Most of lines 20-50 (estimated) to fulfill the reading frontier more part of the program, and lines 1000 on coming into the course itself. Obviously, it would be a matter of any submission could be in the particular. Any required subjects here will not only make you happy, but will be paid for according to their worth — we take well, but they are not to be lost!

Enough to make *Weghoff* and *de la Torre* themselves *Aval* members. If you've got a helpful software hand you'd like to share with *W4* readers, write now to *Scot Stroped*, *W4* 44-14 *Barbours Place*, *London W1P 1DE*. Let it all hang from you.

Input Control

[illegible]

As you probably know, the GSI SURF.IT community invited us that you can just enter any old characters – or better yet, press the wrong key accidentally and password is placed in all sorts of trouble. The routine given here resolves all the bugs that I caused you problems. I assure you have it! Glad you're all well. Any statements should be printed daily.
The author A.S. van Nieuwen

High Scores

【例 1】 已知 $\triangle ABC$ 中, $\angle A = 60^\circ$, $\angle B = 45^\circ$, $AB = 10$, 求 $\triangle ABC$ 的面积。

[illegible]

Once you've written a game, one of your first tasks will be to install a high score routine. The `HighScore` routine does just that, with the array `HS` containing the names of the last players (default size is 10000, using the `HPWT` routine) and `HS` holding the winning scores. `HS` and `HS4` is used for the top four scores, and these scores are automatically

Centering Text

[illegible]

► This routine pretty straight forward what it does is try and you enter into TEXTS. The message you wish to come out to be of any length and it can be combined with the PRINT AT routine that follows to centre your message anywhere on screen.

PRINT AT

[illegible]

► That means you'll hit 30 for the *x* and *y* co-ordinates of where you hit the pixel message printed on screen. The message is an arrayPS, HLE,LO, number of course, stored to one of your co-ordinating. Used within a large program, this means you'll save an awful lot of memory. It's also mean you can have goodness to the thousand use of your controls in **PRINT** commands.

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1 MILLION YEARS BC!

While sophistication seems to be the watchword of many games written for the IBM PC nowadays, Software Project's *BC's Quest For Time* and *Sassoon's FRAC* are signaling a return to the thrill of the prowler. Join Steve Maloria and Sue Denham as they find out if the thrill's still there.

On the face of it, we're looking at a couple of arcade games here. It's not like just plain fast-lapping, pipe-flying arcade. Which is a bit surprising when you consider the sophistication of most games marketed by the software houses of late. Still, if you're into games, there's nothing to match a mind-blowing arcade thriller...but here *FLIM* and *SD's Quest For Fire* get what it takes!

First impressions can be misleading and while FPA and DG's Questionbook fairly differ — all incorporation and heavy costs — they are, as my seasoned corporate counsel will tell you, very different beasts.

Island, 80's Generations of those ducking and diving out of games that gradually seeing men beating out of the reflections of arcade enthusiasts. FRANK on the other hand is more of your classic style arcade adventure, navigating the various levels to collect artifacts, solve puzzles, avoiding the variously positioned enemies.

Case Study: E-commerce

The first thing you'll notice is that both BG and Trage (FLAK's horse) are listed out in the bright orange/skin rug made plastic by Flaque/Walch in the 60's. The second thing that I notice was is that the

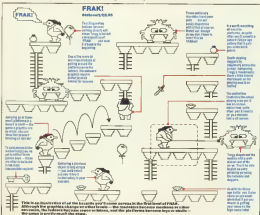
graphics in both games have a distinctly cartoonish quality about them. This can't altogether detract from the case of DC's *Chaosium* (see page 14) in fact the star of a Johnny Hartwood strip that appears in a well-known London newspaper (I forget which one) having said that he's had a swift round of applause for the programmers as the game's characters closely matches the look of the comic strip.

FRAM, on the other hand, looks very much like a warmed cartoon—the graphics make great use of shades of primary colour (the sort of thing you'll find in M. M. Boccia's), the complaints here—but the series in FRAM (Togg and his chums) are fully expanded and take up a pretty proportion of the visible screen (which as the background remains a fairly boring old black or white is probably a safe bet).

1000

Effectiveness of the system: monitoring and reporting is essential

However, there are the unfortunate ends to *3D in Quest*: a gentle push on the joystick has *3D* flying through the air with the greatest of ease and it's just as easy to pull back to make him duck. Unfortunately, it's not like that in *ARCADE*. To get past and lumbering Trogg to jump across the gap between the platforms, you really have to tug at the stick or the limited his footing and... *POW!* It really gets quite boring after a while.



only this time it's just a little faster. The trouble is, if it starts that once you've taken the end you do lose interest and it's just a case of making up the points. And this perhaps is the new advantage that H&M has over H&C. Given its poor standing for a while now in the USA after

and it will have been learned. And when it comes down to it, whether you find the platform as difficult as I did to jump on to just becomes part of the game and you have to live with it.

But then again, maybe this is the voice of too much experience talking back. We're hardly taking sophistication — there's a few polynomials over there, and so

effort (bursting off to free his mate) and another telling needles with a go-ya! This is usually done in its bare and maybe should be seen as just that. If you're usually better heard (propping up that money machine in the corner of your local) take a good look — it should keep you off the books for a couple of weeks if nothing else.



programming problems?



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YOUR 64/MIRROSOFT CREATE-A-GAME COMPETITION

In the beginning... there was Microsoft's Games Creator — all we want you to do is tell us what comes next. Your 64... in association with Microsoft... enable you to create an original, innovative game using Games Creator... and straight away, you're in with a chance to win £1,000 and have your game published!

Using your own game, you can be a real gamester! Here's a hint: what's at the heart of a game for you? Is a game's design? Perhaps... Microsoft's Games Creator is just such a package offering three types of games — Adventure, a platform and action game; Breakthrough (a Defender clone); and Snake (a 3-D Snake clone) — and a host of options you can use to create your own inside Microsoft.

Indeed, Games Creator could be said to be the programmer's friend: not that you can't apply your full creative powers to the actual design of your own original designs. And that's where the competition comes in. Microsoft is very confident that you'll be able to put a couple of games together in a matter of minutes... what the company really wants to see is a lot of original ideas.

The master game designer of upcoming imagination to the full will see the bumper first prize, and there'll be ten runners-up. But the good news is that all entries for the competition will be considered for publication by Microsoft and will turn into a game you can play on your 64. So it's a chance to win a game, too!

Up For Grabs

The first prize — for the most creative and original game



designed with Microsoft's Games Creator — will be a full coupon for a 1,000 and, obviously, the chance to have your game published. Ten runners-up will each receive a £25 worth of Microsoft software and, of course, how these winners are selected for publication. Publications of games will be according to Microsoft's standard royalty system... and that's all.

All you have to do is fill in the coupon below and send it complete with your game's program to compete for first, if you're able to do it properly. To Microsoft Competition, Room 14, Watlington Place, London W1P 1DE. All entries must be received by June 30, 1985, which should give you enough time to get the creative juices flowing.

Judging the games programs will be the Microsoft program development team, in conjunction with David and Richard (leading authors of Games Creator) and our esteemed title holder in the world of game design, the company.

an official presentation ceremony to be organized around the date of the entry deadline of the winners.

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• Entries for the Microsoft competition will be published.

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YOUR 64 PRESENTS

The Scribe

◆ A D-I-Y ADVENTURE DESIGNER ◆

Creating your own adventure scenarios isn't as difficult as you might think... especially when you're using Douglas Glenn's adventure writer. All you need is a Commodore 64 and a vivid imagination.

It must be everyone's sacred ambition to write their own adventure program, but there's a very good reason why few people do—and that's the time involved. Starting from scratch, it could take up to a month to sort out, and even then you've got the painful task of debugging the game before it's fit for human consumption.

Think of course. There's always the moment when your friends manage to crack the adventure wide open, and your initiative has been destined lost in the great until you can think of something more useful to do with the cassette. Wouldn't it be better if there was a simple way of changing the data in an adventure program so that you could vary the scenes and/or even change it completely? Welcome to The Scribe!

The technique employed here is to split an adventure into two separate sections

of code—an interpreter program and a database. The interpreter program controls the manipulation of the data you've specified in the database; the database can be modified by you to create your own locations and events.

DIY Adventures!

In The Scribe, we're giving you the complete interpreter program, along with an example adventure in the form of a set of 16 files you simply modify. As you type in each section of the program, there'll be a line-by-line analysis of how the interpreter accesses the data and how to manipulate the tables of data so that you can construct your own adventure scene; you've understood the principles involved.

The adventure detailed in our next issue will hold no surprises—there'll be a map provided that'll tell you exactly what to do. The real adventure for you will be

understanding how the program works and then using your new found knowledge to create your own adventure. Once you've got the hang of The Scribe, you might like to attempt adventures in space, jungles, and so on. Just think, though, as soon as you've sorted the program out, you'll only have your own imagination to hold you back!

The best way to begin The Scribe is to type in each section of the program and then read the analysis. Then, once you think you know what's going on, head on to the next bit. That way you won't get bored typing it all in at once—and when you run the program, you'll know exactly what to expect and what to modify to create your own adventure. And then, once you've tested it on your friend and they crack it first time, you'll know what to do next! You—make it more difficult, harder, or of course!

THE MAIN CONTROL LOOP

The code in lines 100-1200 comprises the main control routine for the interpreter, providing direction for the overall program flow. This is by far the most important section of The Scribe and would be well advised to have in close hand, and the accompanying flow diagram to help you sort out what's going on.

Line 600-609 INITIALISE SET UP ADVENTURE DATA

Use 100 This provides program flow to set up data in the scenario database of line 1200.

1000 Goto 1000	1001 Goto 1000
1005 PRINT "P"	
1010 GOTO 1000	1008 PRINT ROOM
DESCRIPTION	

Lines 100 This sets up the first variable, C0 and C1, and sets up the loop to be manipulated at the control routine.

Line 1010-1009 CHECK STATUS

1000 COPY STATUS TO C0

1004 GOTO 1000

1008 CHECK STATUS

IF TABLE

1005 IF TABLE THEN 1000

Line 1000-1009 These lines identify STATUS table to use. If any table entries match the current conditions (C0, C1), then, objects are set and again back only in the STATUS table is up at line 1005 and the database status of line 1008 (status) is compared to the current status (C0 and C1) and if the conditions are satisfied in the table of the STATUS table, then OK.

Line 1005-1009 COPY

1000 GOTO 1000 (CARRY-1000) CARRY OUT A CARRY-1000

Line 1005-1009 Copy the status table from the STATUS table to the C0 and C1, which is always the status table and then carry out the carry-1000 to perform the action.

Line 1008 ON LINE 1008, 1009, 1010, 1011, 1012, 1013

Line 1008 Jump to line 1010, 1011 or 1012 depending on which action is specified.

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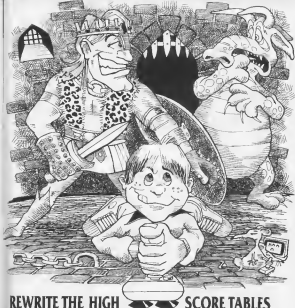
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Male	25-34	25%
Male	35-44	35%
Female	18-24	10%
Female	25-34	20%
Female	35-44	30%
Both	18-24	12%
Both	25-34	22%
Both	35-44	32%

Abstract

	1980	1985	1990
Male	67.0	67.0	67.0
Female	67.0	67.0	67.0
Total	67.0	67.0	67.0

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